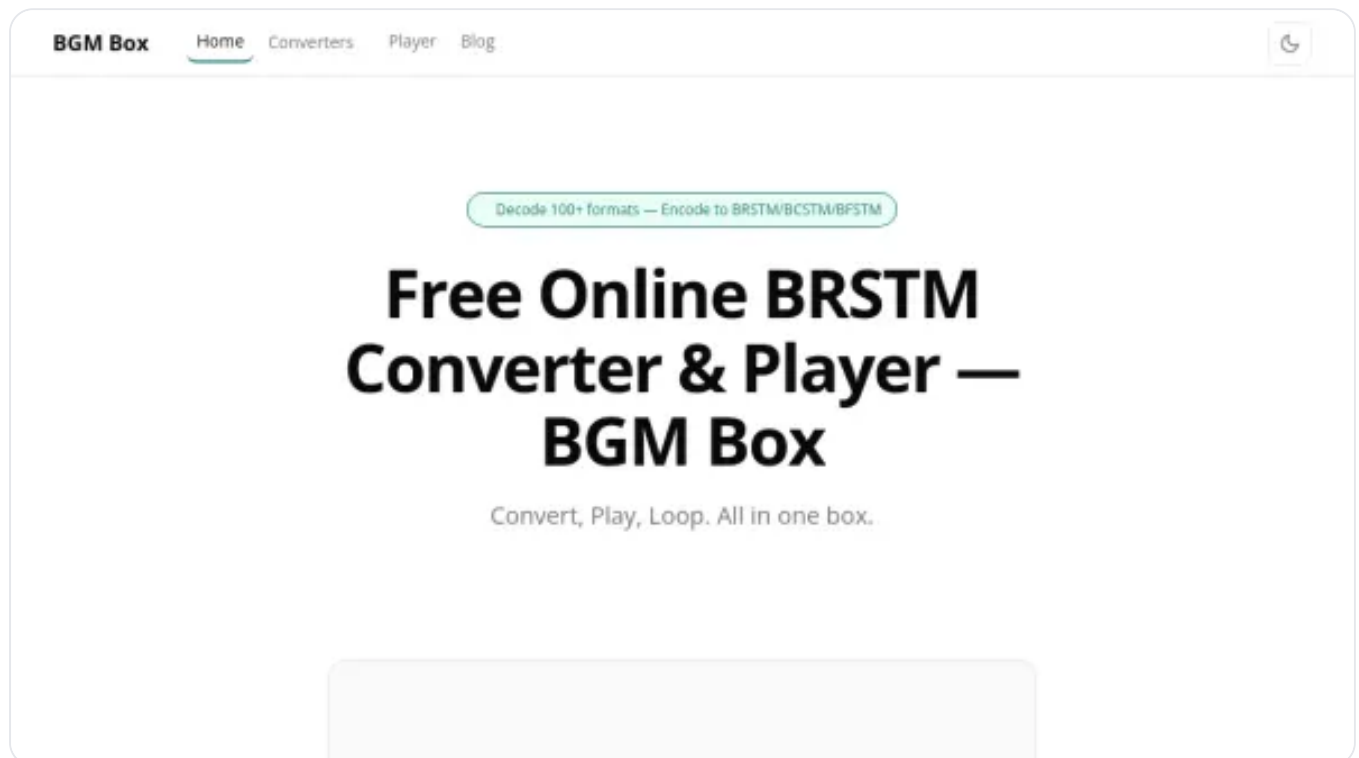


BB

BGM Box

Free online BRSTM converter and player for Nintendo audio files, with loop editing and browser-based playback.



About

BGM Box is a BRSTM converter and player for Nintendo audio files that works entirely in your browser. It lets you convert more than 100 audio formats into BRSTM, BCSTM, or BFSTM, play files online, and adjust loop points without installing desktop software.

What is BGM Box

BGM Box is a free online BRSTM converter and player built for Nintendo audio workflows. It focuses on the formats modders and emulator users actually need, including BRSTM for Wii, BCSTM for 3DS, and BFSTM for Wii U and Switch. The app

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BGM Box

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runs in the browser and uses vgmstream for decoding, so it can handle a wide range of source files without forcing you into a local command-line setup.

It is designed for quick tasks like turning an MP3 into a looping game track, checking a downloaded BRSTM file, or preparing audio for a Nintendo mod. The site describes itself as free, browser-based, and available with no sign-up. Because processing happens locally in the browser, BGM Box is positioned as a privacy-friendly BRSTM converter for users who do not want to upload files to a server.

Key features

Converts 100+ audio formats into Nintendo container formats, including MP3, WAV, OGG, and FLAC as source types.

Supports output to BRSTM, BCSTM, and BFSTM.

Includes a built-in player for BRSTM, BCSTM, and BFSTM files.

Offers a visual loop editor so you can place loop points with waveform-style feedback instead of hex editing.

Handles multi-channel audio, with support mentioned for up to 8 channels.

Works in the browser, so it is usable on Windows, Mac, Linux, ChromeOS, and tablets according to the site's positioning.

Uses vgmstream for format decoding.

The site also links to focused converters such as MP3 to BRSTM, WAV to BRSTM, BRSTM to MP3, BCSTM to OGG, XMA Converter, FSB to MP3, and HCA tools. That makes BGM Box feel less like a single-purpose utility and more like a compact Nintendo audio converter hub.

How to use it

Open the BGM Box page in a modern browser.

Drop an audio file into the upload area or click to select one from your device.

Choose the target format, such as BRSTM, BCSTM, or BFSTM.

Adjust loop points in the visual editor if you want the track to repeat cleanly.

Preview the result in the built-in player.

If you already have a Nintendo audio file, you can also use the player side of the tool first to inspect it before converting anything. That is useful when you want to confirm the sound, loop behavior, or format before replacing music in a game mod.

Who it is for

BGM Box is aimed at people who work with Nintendo game audio, especially:

Mario Kart Wii modders who need BRSTM files.

Super Smash Bros. Brawl or Ultimate modders who want looping background music.

3DS homebrew users who need BCSTM output.

Wii U and Switch users looking for BFSTM conversion.

Emulator users who want to test audio in a browser before moving it into a project.

Anyone who has a BRSTM file and wants to listen to it without installing special software.

It is especially useful if you regularly deal with source material from other game audio ecosystems too, such as ADX, HCA, FSB, WEM, ATRAC3, or XMA, because the site advertises broad decoding support through vgmstream.

What to know before you use it

BGM Box is strong at format conversion, but it is not an official Nintendo tool and it does not guarantee that every converted track will behave perfectly in every game. Loop points still need human judgment, especially if the source song has silence, intros, or fade-outs that should not repeat.

A few practical caveats matter:

The site says processing happens locally in the browser, but very large files can still be limited by your device's memory and browser performance.

The app is for audio conversion and playback, not for full game mod packaging or ROM editing.

If you need exact compatibility for a specific modding workflow, you may still need to verify the output in your target game or emulator.

Used well, BGM Box is a fast BRSTM converter for creating and checking Nintendo audio without installing extra software. It is most valuable when you want a practical browser tool for a BRSTM converter, a loop editor, and a player in one place, and it is worth trying first before moving to heavier desktop workflows.

FAQ

Is BGM Box free to use?

Do I need to install anything to use BGM Box?

What platforms does BGM Box run on?

What audio formats can I convert to BRSTM?

Which audio formats can I convert with it?

Can I set custom loop points on my BRSTM files?

Can I use it to check existing BRSTM files?

Is my data private when using BGM Box?

Is it good for loop point editing?

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Audio

Platform

Web

Launched

Aug 2026

Updated

18 days ago

Verified

1 months ago

TAGS

brstm

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nintendo audio

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game modding

loop editor

browser-based

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brstm player

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